Knight
You start knowing 2 players
that are not the Demon.

Investigator
You start knowing that 1 of 2 players
is a particular Minion.

Empath
Each night, you learn how many
of your 2 alive neighbours are evil.

Balloonist
Each night, you learn a player
of a different character type than last night.
[+0 or +1 Outsider]

Snake Charmer
Each night, choose an alive player:
a chosen Demon swaps characters & alignments
with you & is then poisoned.

Mathematician ◉
Each night, you learn
how many players' abilities worked abnormally
(since dawn) due to another character's ability.

Gossip
Each day, you may make a public statement.
Tonight, if it was true, a player dies.

Slayer
Once per game, during the day,
publicly choose a player:
if they are the Demon, they die.

Banshee
If the Demon kills you, all players learn this.
From now on, you may nominate twice per day
and vote twice per nomination.

Tea Lady
If both your alive neighbors are good,
they can't die.

Mayor
If only 3 players live & no execution occurs,
your team wins.
If you die at night, another player might die instead.

Atheist
The Storyteller can break the game rules,
and if executed, good wins, even if you are dead.
[No evil characters]

Poppy Grower
Minions & Demons do not know each other.
If you die, they learn who each other are that night.

Lunatic
You think you are a Demon, but you are not.
The Demon knows who you are
& who you choose at night.

Recluse
You might register as evil & as a Minion or Demon,
even if dead.

Plague Doctor
If you die,
the Storyteller gains a Minion ability.

Mutant
If you are "mad" about being an Outsider,
you might be executed.

Harpy
Each night, choose 2 players:
tomorrow, the 1st player is mad that the 2nd is evil,
or one or both might die.

Cerenovus
Each night, choose a player & a good character:
they are "mad" they are this character tomorrow,
or might be executed.

Psychopath
Each day, before nominations,
you may publicly choose a player: they die.
If executed, you only die if you lose roshambo.

Wizard
Once per game, choose to make a wish.
If granted, it might have a price &
leave a clue as to its nature.

Shabaloth
Each night*, choose 2 players: they die.
A dead player you chose last night might be
regurgitated.

Kazali
Each night*, choose a player: they die.
**[You choose which players are which Minions.
-? to +? Outsiders]**

Po
Each night*, you may choose a player: they die.
If your last choice was no-one,
choose 3 players tonight.

Vigormortis
Each night*, choose a player: they die.
Minions you kill keep their ability & poison 1
Townsfolk neighbor. **[-1 Outsider]**

***Not the
first night**

Dusk | Check that all eyes are closed. Some Travellers & Fabled act.

Kazali | The Kazali points at a player and a Minion on the character sheet.
Replace their old character token with the Minion token. Wake the player.
Show them the **You Are** info token then the Minion character token, and give a thumbs down.
Repeat until the normal number of Minions exist.
Put the Kazali to sleep.

Poppy Grower | Wake the Demon.
Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 not-in-play good character tokens.
Put the Demon to sleep. Do not do the Minion Info and Demon Info steps.

Minion Info | If there are 7 or more players, wake all Minions:
Show the **THIS IS THE DEMON** token. Point to the Demon.

Lunatic | If there are 7 or more players, wake the Lunatic:
Show the **THESE ARE YOUR MINIONS** token. Point to any players.
Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 good character tokens.
Put the Lunatic to sleep. Wake the Demon.
Show the **YOU ARE** info token and the Demon token.
Show the **THIS PLAYER IS** info token and the Lunatic token, then point to the Lunatic.

Demon Info | If there are 7 or more players, wake the Demon:
Show the **THESE ARE YOUR MINIONS** token. Point to all Minions.
Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 not-in-play good character tokens.

Wizard | Run the Wizard's ability, if applicable.

Snake Charmer | The Snake Charmer chooses a player. If they chose the Demon:
Show the **YOU ARE** & Demon tokens. Give a thumbs down. Swap the Snake Charmer & Demon tokens.
Put the old Snake Charmer to sleep. Wake the old Demon.
Show the **YOU ARE** and Snake Charmer tokens & give a thumbs up. ◉

Cerenovus | The Cerenovus chooses a player & a character. ◉ Put the Cerenovus to sleep. Wake the target.
Show the **THIS CHARACTER SELECTED YOU** token, the Cerenovus token, then the madness-character token

Harpy | The Harpy chooses a player ◉ & then another player. ◉ Put the Harpy to sleep. Wake the first target.
Show the **THIS CHARACTER SELECTED YOU** token, the Harpy token, then point to the second target.

Investigator | Show the Minion character token. Point to both the **MINION** and **WRONG** players.

Empath | Give a finger signal.

Knight | Point to the two players marked **KNOW**. ◉◉

Balloonist | Point to a player (alive or dead).
Place the SEEN token next to the shown player. ◉

Mathematician | Give a finger signal.

Dawn | Wait a few seconds. Call for eyes open.